

TV GAMES ● VIDEO RECORDERS

VIDEO PROJECTION SYSTEMS

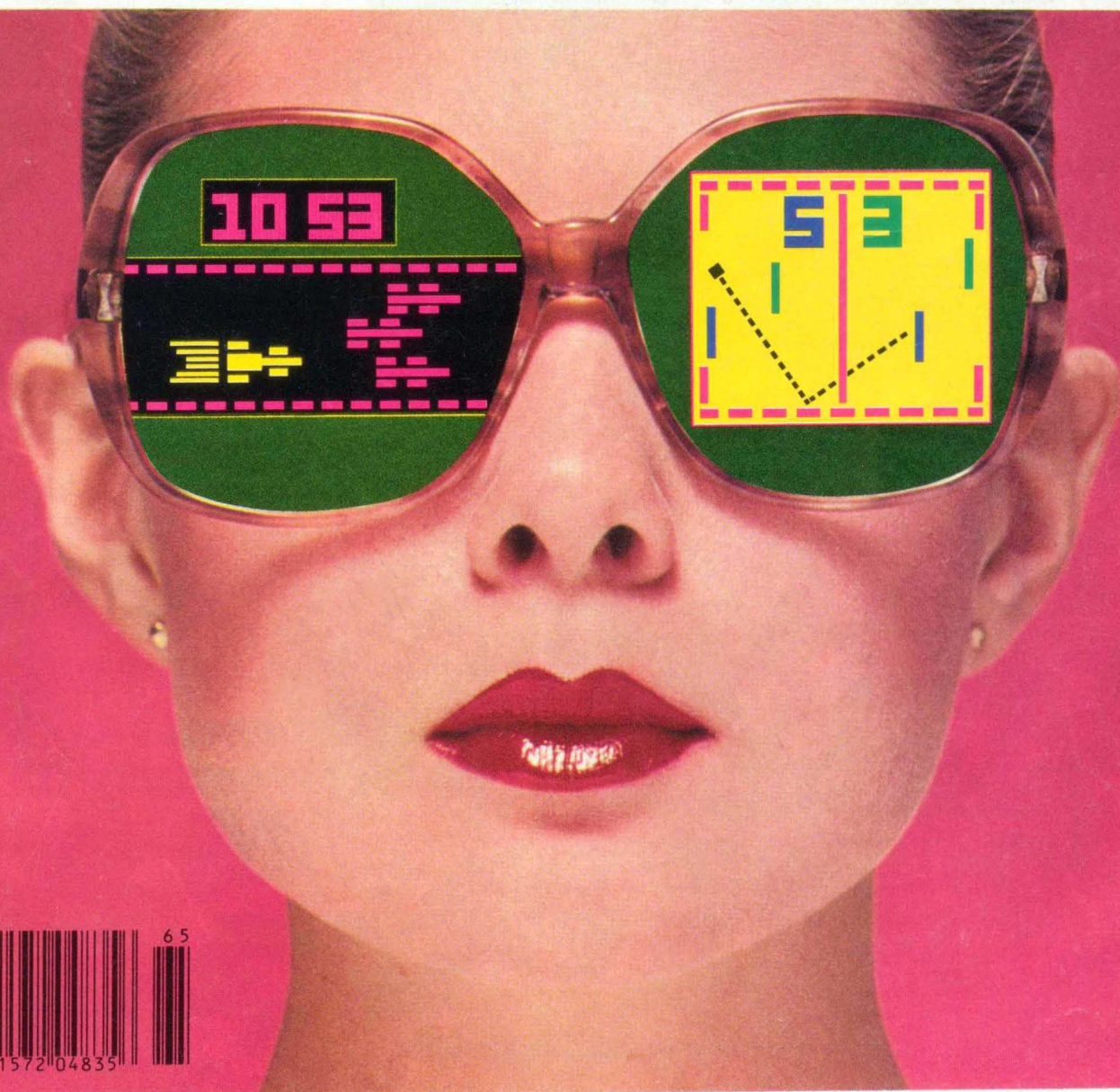
Video

DELL
WINTER 1978

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Buyer's Guide For The Home Video Enthusiast

COMPLETE LISTINGS AND SPECS PLUS SUGGESTED LIST PRICES ON:
GAMES FROM \$19.95 TO \$189.95 ● CASSETTE RECORDERS ● VIDEO LIGHT SHOWS
BIG SCREEN PROJECTION SYSTEMS ● HOW TO PICK THE RIGHT GAME FOR YOU
A TV DIRECTOR TELLS YOU HOW TO IMPROVE YOUR VIDEOTAPES ● MORE



THE VIDEO GAMES	8
Introduction	10
A History	10
Which Is the Right Game For You?	12
The Types of Games	14
The Games—\$19.95-\$29.95	
Telstar Alpha	17
Telstar Regent	18
Telstar Colormatic	18
Apollo 2001	18
Odyssey 2000	18
The Games—\$34.95-\$69.95	
TV Fun #405	21
TV Fun #442	21
Odyssey 3000	21
Ultra Pong	21
TV Fun #444	22
Telstar Ranger	22
Adversary	22
Ultra Pong Doubles	23
Telstar Combat	23
Odyssey 500	24
TV Fun #402	24
Odyssey 4000	24
Ricochet	25
The Games—\$72.95-\$189.95	
Stunt Cycle	26
Motocross Sports Center IV	26
TV Fun #500	26
Video Pinball	26
Telstar Arcade	28
Speedway IV	28
Indy 500	29
Studio II Home Programmer	29
The Home Video Entertainment System	30
Video Arcade	30
The Video Computer	30
The Logistics	31
The Installation	31
Questions and Answers	32
Table of Comparisons	34
VIDEOCASSETTE RECORDERS	36
Introduction	38
The Recorder Units	

conte

JVC's Vidstar	39
Quasar's Great Time Machine	40
RCA's SelectaVision	42
Sanyo's V-Cord II	44
Sanyo's Betacord	44
Sony's Betamax	45
Toshiba's Betaformat	47
Zenith's Betatape	48
Questions and Answers	49
Table of Comparisons	50
VIDEO CAMERAS	52
Introduction	54
RCA's Black-and-White Cameras	54
JVC's Color Camera	56
Sanyo's Black-and-White Camera	56
Sony's Black-and-White Camera	58
Toshiba's Color Camera	59
Quasar's Black-and-White Camera	60
Zenith's Black-and-White Camera	60
HOW TO IMPROVE YOUR VIDEOTAPES	62
by Ken Lorber	
THE VIDEO DISC SYSTEM	66
VIDEO SOFTWARE	70
Pre-Recorded Videocassettes	72
Pre-Recorded Videodiscs	73
VIDEO MUSIC	74
VIDEO PROJECTION SYSTEMS	78
Introduction	80
Advent's Projection Systems	
A Short History	80
VideoBeam 1000A	81
VideoBeam 750	83
VideoBeam 710	84
Image Conversion Kit	86
Sony's Projection System	
Introduction	87
The KP-4000	87
Spectacolor	88
Creating the "Video Room"	89
Questions and Answers	90
Table of Comparisons	91
MISCELLANEOUS VIDEO ITEMS	92
FCC REGULATIONS	95
READERS SERVICE PAGE	96

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the video

Game!

Introduction	10
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Studio II Home Programmer	32
The Home Video Entertainment System	32
Video Arcade	34
The Video Computer	
The Logistics	
The Installation	
Questions and Answers	
Table of Comparisons	

the video games...

INTRODUCTION

The task of coming up with a truly unique gift idea has been made a lot easier this year. You don't need a fortune to give people—including yourself—a gift they'll love but probably wouldn't think of buying for themselves. If your price range is somewhere between \$19.95 and \$189.95, a video game is your answer.

But what are the video games available on the market today? Since 1972, a number of video games have come and gone. What follows is a detailed survey of the video games available from the top video game manufacturers. According to these manufacturers, the reason behind the continual success of their products is a constant upgrading of the units as well as efficient consumer service.

The prices listed with each model are suggested retail prices supplied by the manufacturers. Actual store prices may vary.

The video game industry actually began back in the 1960s. It was the brainstorm of Ralph H. Baer, a television engineer at Sanders Associates Inc., in South Nashua, New Hampshire, and his staff, who were primarily engaged in developing and manufacturing parts for television. With the number of sets in homes increasing so rapidly each year, however, Baer and his team knew they should try to develop versatile uses for TV—to give consumers something else to do with it besides sit passively and watch. They decided to try various methods of putting games consumers could participate in on the TV screen by remote control. After a great deal of experimentation and work, they finally came up with an idea worth marketing.

It took a lot of persistence and stamina to convince the manufacturers that the team had a viable new

marketing product. The manufacturers were interested, but nothing really happened until one member of Baer's staff left to join Magnavox, and convinced the organization to take a chance on the game idea.

In 1972, the Magnavox Consumer Electronics Company, a subsidiary of the North American Philips Corporation, caused quite a stir when they introduced the first home video game. Called Odyssey, it was touted as the way to turn the screens of our TV sets—any brand, any size, color or black-and-white—into an electronic playground.

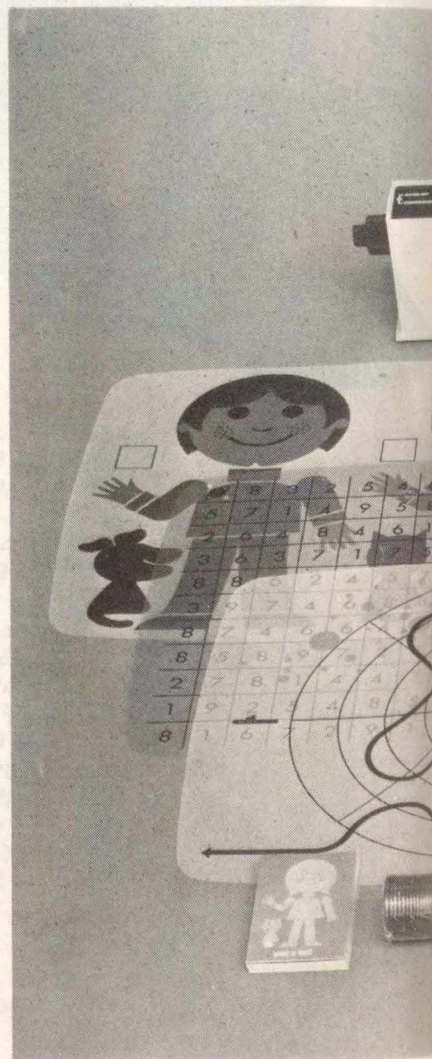
But that first unit was complicated and couldn't be produced cheaply enough to offer at a popular consumer price. Costing about \$120, it consisted of twelve different games. Players were required to place a thin plastic laminated overlay on the TV screen to provide the playing field. The electronics were provided by printed circuit boards which were inserted into the game unit. Later, beginning with the more advanced Odyssey 100 and 200 models, the electronics were all consolidated on integrated circuits inside the game unit, but this had the effect of limiting the variety of games you were able to play utilizing the overlays. Compared to what is available on the market today, the first home video game appears quite primitive.

In 1974, Atari, manufacturers of electronic coin-operated video games found in bars and restaurants, entered the market; by Christmas of 1976 many other competitive video games were also in the stores.

Then the Federal Communications Commission got into the act and warned manufacturers that consumers could not simply attach any home video game to their television set. The game would arouse in-house video signals that would cause interference to surrounding transmissions through the TV antenna. Therefore, government regulations were set concerning any video product that operates on standard television broadcast frequen-

cies. (See page 95 for these regulations)

Each manufacturer or sales company that wishes to market a home video game must first make an application to the FCC. When the application is found to be in order, the applicant is requested to submit a sample of the device to the Commission's laboratory for testing to see if it meets specifications. After testing is completed, and the product is approved, the applicant receives notification.



A collection of vintage Odyssey 2 video game components. The main console is a light-colored, rectangular unit with a dark screen area and the 'ODYSSEY' logo. To its right is a black 'SWITCH' box with 'ODYSSEY' and 'ANTENNA GAME SWITCH' printed on it, and a black control panel with a joystick and buttons. In the foreground, there's a large, light-colored game board with a grid and a maze. To the right of the board is a control panel with a grid of buttons. Below the board are several game cartridges. A game manual with the 'ODYSSEY' logo is also visible.

First video game was primitive; note tape used to apply overlays to TV screen.

The main cause for rejection, thus far, has been radiation from the game in excess of set government limits. But during the past year the rejection rate for radiation has dropped immensely, despite the fact that there are so many new products entering the market, meaning that obviously manufacturers have gotten that problem well under control.

Home video games have come a long way since the first Magnavox Odyssey in 1972. No longer do you have to attach laminated sheets to

your TV screen every time you want to use your game; integrated circuit manufacturers developed parts that activate the TV circuits already provided for game playing. The tiny circuits that can transform your TV set into a playing field for hundreds of challenging educational and entertaining games are smaller than your fingernail. These tiny chips are responsible for the visual patterns of all games, for on-screen digital automatic scoring, for adjustable paddle size, bounce angles, and ball

speed, and for all sound effects—and they can perform their calculations in millionths of a second.

This year manufacturers are planning beautiful expanded displays of all their home video games. Television departments of your retail stores will double in size and be full of new and improved, as well as tried-and-true, video games. This guide is intended to make your home video game selection an easy one—and a right one—to fit both your budget and your game needs.

which is the right game for you?



If you've ever visited retail and specialty stores that carry video games, you've seen dozens of different models, in brilliantly designed packaging, beautifully displayed. The result can often be confusion, and it's quite understandable. There are so many different kinds of games, with so many variations and modifications in game action, amount of players, specific features, etc., you can easily be swayed. Don't rely on the salesperson to select the right video game unit for you. You should know in advance what your specific needs and wants in video games are—and then buy accordingly.

There are several things to look for when purchasing your first video game...

SUITABILITY

Video games run the gamut from simple one-person doodling on the screen to children's math and social studies quizzes to adult games that require skill and quickness.

If you have a family, you probably want a game all the members can participate in. In addition to the types of games available on a particular unit, you should also consider the number of people who can play at one time. Games come with the controls on the consoles or with remote units. Remotes can be used for either two or four players. The difference in price between a specific game that includes two remotes and the same game with four remotes is relatively small, so if you have a large family or want to accommodate more players, you should consider spending the approximately \$10 difference for the deluxe model.

WEIGHT

Weights vary, with some models weighing in at a mere 2½ pounds and others weighing 9 pounds or more. If you plan to keep your game out in view all the time, once it is hooked up to your TV antenna terminal there is little chance that you will move it, so weight will not be an important factor for you. But if you plan to keep it stored when not in use, weight is something to keep in mind.

COLOR

If your TV set is black-and-white, color is of no importance to you—a game will reproduce on your set. If you have a color TV, however, you probably want a video game with a color display. Most current games do come with color, but be aware that some do not.

SELECTION

Home video games are touted as being “complete” home video entertainment systems. Some of them are. The computer-type units that require you to select a cartridge and insert it in the console, and plays immediately, are more expensive on the whole but provide much more of a selection. One unit offers up to fifty-two game variations. If you think you might bore easily with a smaller selection of games, it might be a good idea to consider spending \$50 to \$75 more on a unit that not only offers a large selection of games and variations but also allows for future changes with the purchase of additional cartridges.

PACKAGING

Packaging may not seem important when buying a video game but it is. Most likely your video game console will become as much a permanent fixture in your living room as your TV set and your stereo console, so you really should select with this in mind. Game models can be packaged in simple plastic cases with simulated-woodgrain cardboard finishes. Others are streamlined, modern cabinets that look similar to your stereo unit. Some of the trendier models have photos of different game selections that are included in the unit. So keep your decor in mind when you choose.

Most of the home video games run on six “C” batteries or an optional AC adaptor. The AC adaptor is not included in most cases, but it's inexpensive and can be purchased at your video game dealer. All games come with a manufacturer warranty.

SPECIFIC FEATURES

The following is a list of video game terms, special game strategy

features, and other points to look for when selecting your first video game.

The “**English**” knob, included in about half of the units, allows the more advanced player to out-manuever his opponent. When this button is used, the angle of deflection from top to bottom of the racquet or paddle is doubled.

Digital on-screen scoring, inherited from the coin-operated video game units, is available in most home models. The only difference is the position of the score—top, center, or bottom of the screen—and the size of the numerals. Note also that the amount of points needed to win a game differs in each unit. Unlike their real counterparts, the number of points needed to win a video game is set by the manufacturer.

Ball speed control and skill level can be adjusted on some units to test the skill of the players. The more you use your video games, the more proficient you'll become, and the more you'll see the advantage of these special playing variations.

The “**practice**” setting is not included in all units. It allows a single player to test and sharpen his skills. Instead of playing against another player, the game is played against the computer.

Change of paddle size allows you to adjust the play from the amateur to the professional level. A smaller paddle requires more skill to maneuver.

Electronic sounds are included in one form or another in all game units. It's best to ask your dealer to let you hear the sounds, as some might be irritating. They do serve a good purpose, though, and add excitement.

A “**slam**” button for professional or advanced-level players can be activated to make the ball travel across the screen at a much higher rate of speed.

Removable remotes are included in many of the games, which means the remote control units can be lifted out of the console so the players can view the screen from all angles. The remotes are attached by wires to the console, so be sure to check the length of the wires to determine how much freedom of movement players will have.

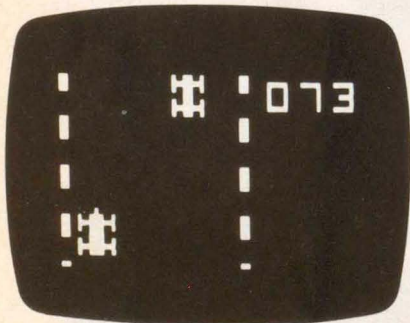
the types

There are hundreds of different video games available for the consumer today. Most manufacturers equip their models with a minimum of three games, but game units can be purchased that will play up to fifty-two different video games, with many different variations adding still more to the total.

The following is a review of the more popular home video games that are available this year. Before purchasing a unit, be certain that it contains the type of game you're looking for.

AUTO RACING

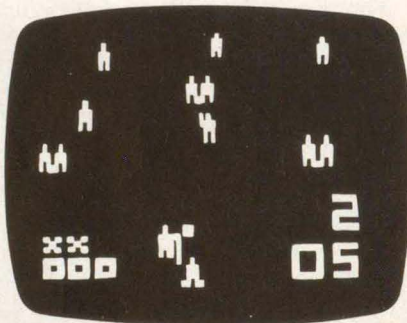
There are many different car racing games in the home video systems; each manufacturer creates his own unique version. In all the games, however, you must steer your car to avoid collisions with an opposing car



controlled either by the computer or another player. Accidents can slow down the speed of your car and sometimes lower your score; engines can blow up; cars can stall. Anything can happen unless you're an expert driver, and the more you play on your home video game the less you'll stall, collide, etc. Some games come with a choice of speeds, a direction control, simple and complex tracks, and realistic sounds. There are a few home games that provide steering wheel-type controls. One even offers a choice of car styles. If action is what you're after, choose a game system with at least one racing sport.

BASEBALL

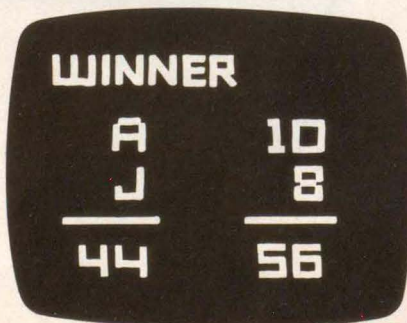
Most of the time this game is a two-person sport, with one player up at bat and the other in the field. The pitcher can throw an inside or outside curve or a straight ball at either a fast or change-up speed. The batter swings his bat. If he connects and hits



the ball, the player in the field must move his fielders to catch it. If he doesn't move his men, the ball will go through for a hit. Even if he does get his men into position, there's always a chance for an error. Balls, strikes, outs, and runs are displayed on the screen. Most TV baseball games are nine innings, just like its real counterpart. In case of a tie, extra innings are played. A few games, like their coin-operated ancestors, display "little players" on the field. Although this does add to the reality of the action, it's not necessary in order to enjoy the game.

BLACKJACK

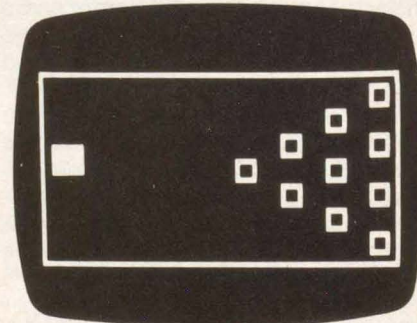
It's always Las Vegas at your house



if you have this realistic game for the more advanced youngsters and adults in the family. The computer is the dealer; it will shuffle and keep track of your bets and your winnings. Players play against the house, and Vegas rules apply. Each player starts with the same amount of money—the object of the game is to win more. It's a good way to try your luck and sharpen your betting skills.

BOWLING

Bowling is a two-player game using real-life action bowling as its base. A bowling alley appears on the TV screen with the pins on one side and a ball that moves up and down on the other. By pressing various buttons players can throw either a straight ball, a hook upward, or a hook downward. As in real bowling, players

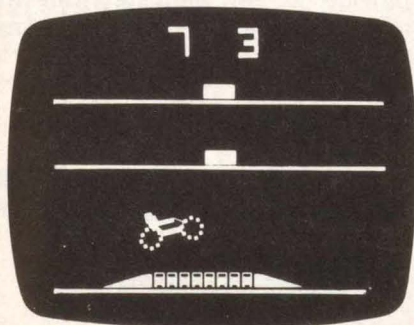


can make strikes or spares, or miss. The computer does the scoring automatically and displays the score on the screen after a player takes his turn.

CYCLING

Evel Kniefel, watch out! With this game, you can jump ten, twenty, thirty, or more full-size buses with your cycle. The more buses you jump, the higher your score. It's not as easy as it looks, though, so learn the ins and outs carefully. The units that offer this game are usually equipped with automatic speed-up to add to the excitement, and some provide real-life

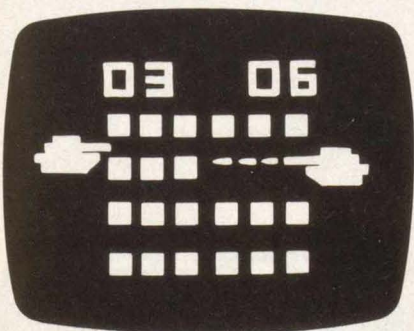
of games



handle grips attached to the master console that emit action sounds as you prepare your jump. It's a game that will provide hours of fun for cycle enthusiasts of all ages.

COMBAT GAMES

The home video war games are different according to the manufacturers. In general, the players play against the computer or an opponent and shoot shells to obtain the highest score. Be careful for surprise terrain obstacles and exploding mines, however. The game is "dangerous,"

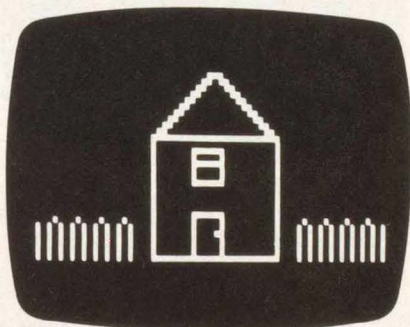


and you should always expect the unexpected. Small tanks are outlined on the screen as well as the ammunition you shoot at your opponent to win.

DOODLE AND DESIGN

By pressing various buttons, you can move a small dot in different directions across the TV screen, thereby making lines. You can draw pictures, words, or just "doodle."

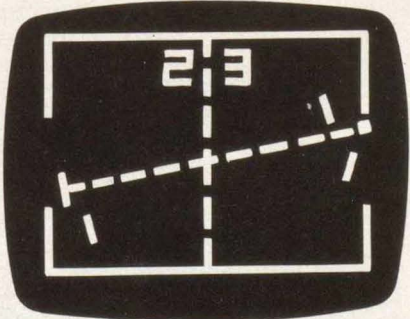
Whenever desired, a line may also be erased electronically. What this game does, very simply, is transform your TV screen into an electronic blackboard the whole family can en-



joy. The number of word games you can play are as numerous as the number of "doodles" you can draw.

HOCKEY

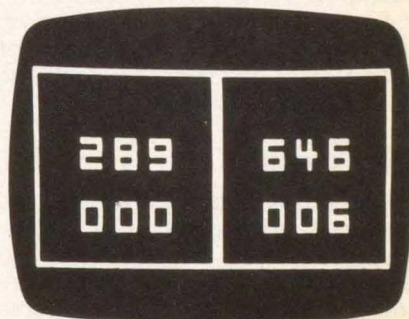
Hockey is one of the all-time home video game favorites. The object is the same as its real-life counterpart—to get your puck through your opponent's goal. His goal will be guarded, so it's your job to attract his attention away from it. As you volley the puck through the hockey net you win points that are kept automatically, on



screen, by the computer. Most game units include automatic serve, sticks that move up and down, and pucks that you shoot with or defend with.

NUMBER GAMES

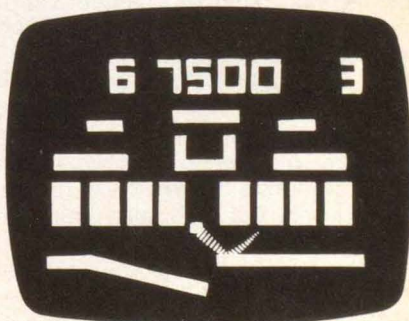
Number games are for children of



all ages, and they're available in just as many formats as there are ages. When playing the addition game, one or two players test their mental quickness and reaction. Three numbers will appear at the bottom of the screen. Each player must quickly add the three numbers and enter the total on his keyboard. Math quizzes are equipped to test the knowledge of players on all levels. Magic Numbers games allow the players to guess the unknown numbers that are selected by the computer. This is the type of video game you can never grow tired of.

PINBALL

This video game can be played by one, two, three, or four players, and the variety of games is enormous. A pinball-type field appears on your TV screen. You can score each time it is your turn to play, just like with the real thing. The player with the most points wins, unless you are playing alone against the computer. In this case you

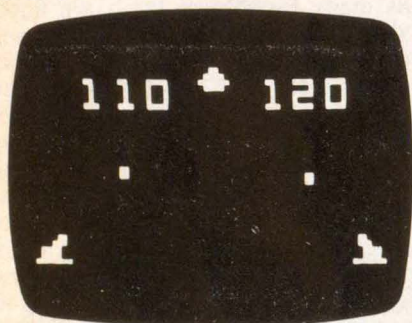


the types

have to reach a pre-determined score. Video pinball can become addictive. Not many manufacturers offer it yet but some of the cartridge machines can be programmed for it.

SPACE WAR

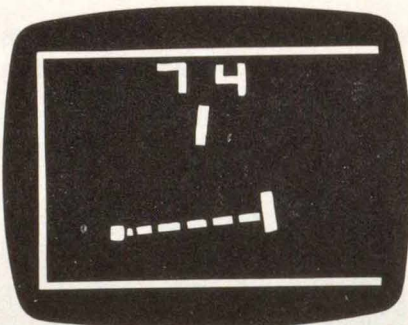
The rules of this game and the method of scoring are determined by the individual manufacturer. In general, all games have small space-ships that are controlled by the players. Your mission? To shoot down and destroy enemy space-ships



and rocket missiles, to intercept foreign vessels, to avoid obstacles, and to attack and land safely on other planets. Space war games are similar to racing games, except there are more possibilities that you will be knocked out. If you want action and excitement, choose a game unit that offers a variety of space war games.

SQUASH OR HANDBALL

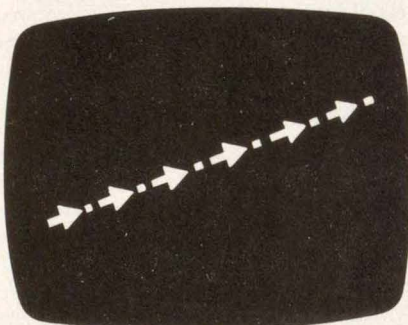
Squash is often referred to as practice tennis, handball, paddleball, or racquetball. Most TV game units offer squash as a two-player sport, but if you can purchase a model with a practice mode for one player to sharpen his skills and to practice reaction and timing it is worth the small amount extra you have to pay. Players hit the ball alternately in squash. If a player hits a ball out of turn it will pass through the center of his racquet. Thus the proper sequence of play and scoring is main-



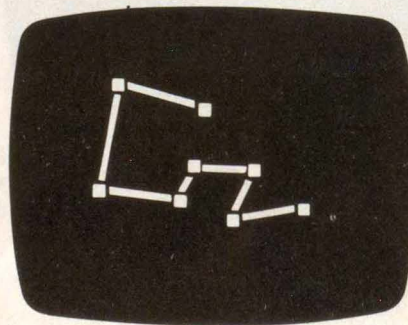
tained. When manufacturers offer variations within the package, some form of squash is usually included.

TARGET PRACTICE

The video target games include a



plastic gun that you shoot at the TV screen. As the target moves across the screen, you draw the gun and fire, an action accompanied by realistic shooting sounds. Score is kept automatically on screen by the computer. Most units that include target games, and the target practice mode,

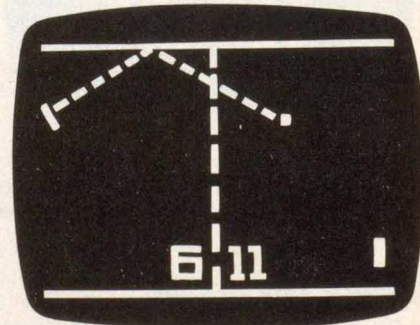


provide a few variations on the original game, such as skeet shooting. The game is an ideal way to sharpen your shooting eye, and most can be played under normal lighting conditions.



TENNIS

Tennis is one of the most popular video games. The object is to defend your court so your opponent doesn't hit his ball past your racquet. Once the ball gets past your racquet your opponent has scored a point—you can't move your racquet back to hit the ball—so you have to be in the right position on the court before the ball reaches you. Some manufacturers have provided speed changes, a practice mode to sharpen your skills, and a choice of racquet sizes (it's recommended that you start off with the standard racquet size until you become proficient at the game). In some units, the ball can change direction in the midst of a match, or you can move your racquet horizontally as well as vertically and rush the net if



desired. Another feature available in many units is "English," which allows you to slam or spin the ball to make it more difficult to hit.

the games

TELSTAR ALPHA from Coleco

Coleco's Telstar Alpha (Model 6030) features four games: tennis, hockey, handball, and jai-alai. The games are in black and white, have automatic digital display scoring, and have three distinct electronic sounds to accent paddle contact, side

rebounds, and scoring. The unit operates on six "C" batteries not included in the package, and controls are on the console.

SPECIAL FEATURES

Automatic serve is a special feature of the Telstar Alpha.

The unit also offers three variable skill positions that control ball speed

for the beginner, intermediate, and pro player.

BUYER'S DATA

Telstar Alpha weighs 2½ pounds and measures 13½ x 3½ x 7½ (w/h/d).

Suggested retail price is \$19.95.

To receive additional information on Telstar Alpha, circle No. 1 on our Readers Service Page, page 96.



APOLLO 2001

from Enterprex

Enterprex's Apollo 2001 has three different video games; ping pong (tennis), hockey, and handball. All programming is in black and white. Standard features include on-screen automatic scoring and real-life sounds. Controls, easy-to-use slide switches, are located on the console.

SPECIAL FEATURES

The Apollo 2001 gives players a choice of automatic or manual serve and a selection of ball angles. There are also two ball speeds, high and low.

Another feature is the practice mode (the Robot) that lets you play against the computer to sharpen your skills.

BUYER'S DATA

The Apollo 2001 measures 14½ x 2 x 6 (w/h/d) and weighs 2 pounds 9 ounces.

The suggested retail price is \$29.95.

To receive additional information on the Apollo 2001, circle No. 4 on our Readers Service Page, page 96.

ODYSSEY 2000

from Magnavox

The Odyssey 2000 (Model BH7510) has on-console controls for two players to participate in tennis, smash, or hockey, all in black-and-white displays. Points are shown at the top of the screen as each player scores; the game is over when one player reaches 15 points. The unit uses six "C" batteries, not included, or it may be operated with an optional AC adapter.

SPECIAL FEATURES

For the player who wants to develop his skills, the Odyssey 2000 has a fourth game position, the practice game that pits a single player against the computer.

The unit also features automatic adjustment of ball speed and paddle size for amateur or professional levels of play and automatic serve that brings the ball into play again each time a point is scored.

BUYER'S DATA

The Odyssey 2000 weighs 5½ pounds and measures 21 x 4 x 12 (w/h/d).

It retails for approximately \$29.95.

To receive additional information on Odyssey 2000, circle No. 5 on our Readers Service Page, page 96.

TELSTAR REGENT

from Coleco

The Telstar Regent (Model 6032) has four games displayed in black and white: tennis, hockey, handball, and jai-alai. Two remote controls, on-screen digital scoring, and three electronic beeps to accent paddle contact, side rebounding, and scoring are included. Six "C" batteries, not included, are required for operation.

SPECIAL FEATURES

The Telstar Regent has automatic serve to keep the games moving. It also features a switch that controls ball speed and paddle size at beginner, intermediate, and professional levels.

BUYER'S DATA

The Telstar Regent measures 13½ x 4 x 8 (w/h/d) and weighs 2½ pounds.

The unit retails for approximately \$24.95.

To receive additional information on Telstar Regent, circle No. 2 on our Readers Service Page, page 96.

TELSTAR COLORMATIC

from Coleco

The Telstar Colormatic (Model 6130) has a unique color display when used with color TV sets—each game has a different color field. Four fast-paced games, played through remote control units, are offered: tennis, hockey, handball, and jai-alai, all with electronic beeps to accent the digital on-screen scoring, paddle contact, and side rebounds. Six "C" batteries, not included, are needed for operation.

SPECIAL FEATURES

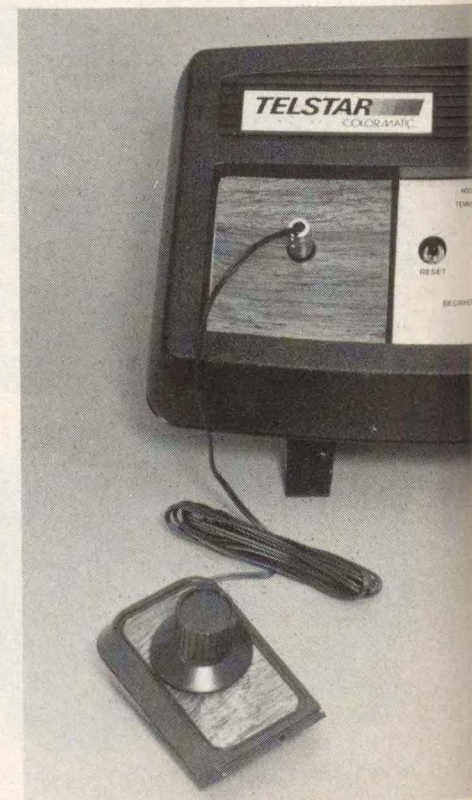
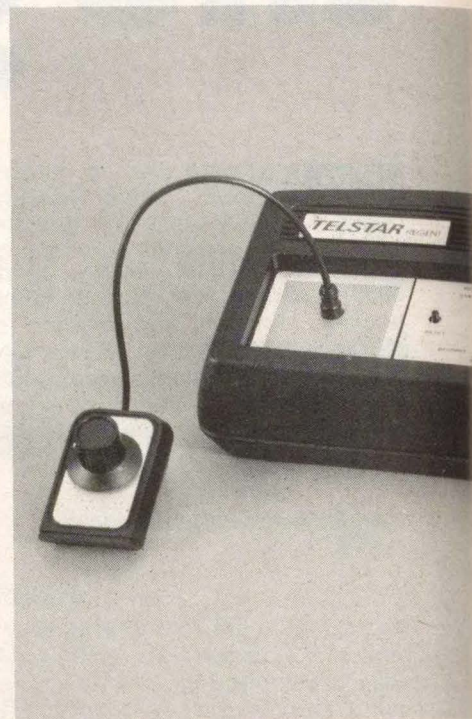
The Telstar Colormatic features automatic serve and beginner, intermediate, and professional ball speed and paddle control switches.

BUYER'S DATA

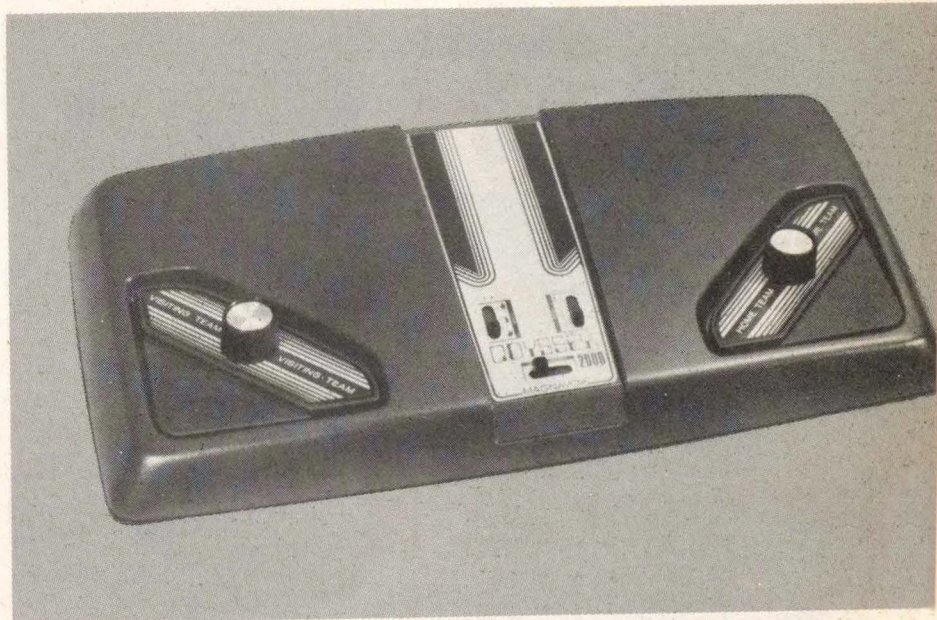
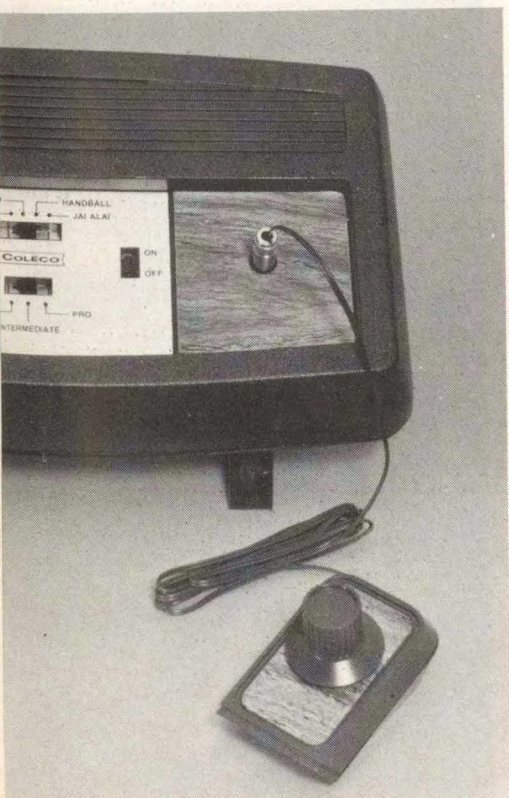
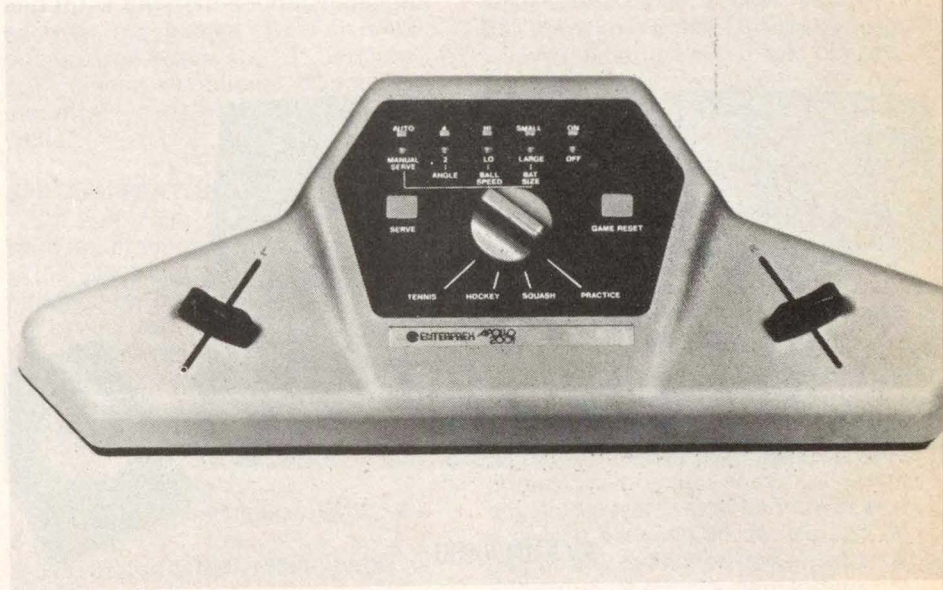
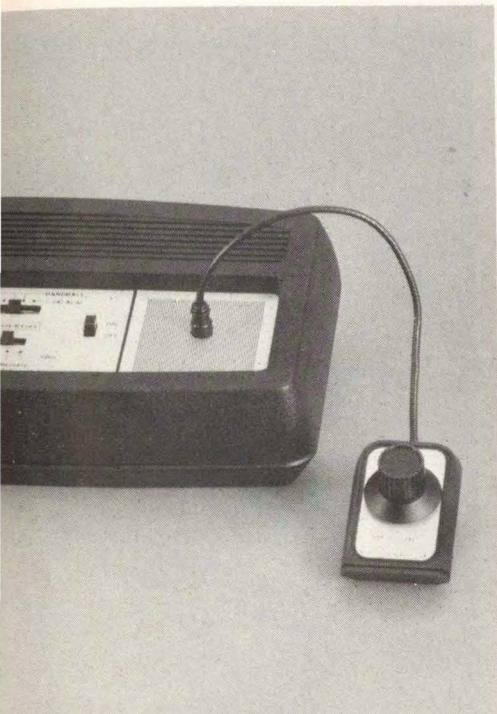
The unit weighs 2½ pounds and measures 13 x 6½ x 7½ (w/h/d).

The suggested retail price is \$29.95.

To receive additional information on Telstar Colormatic, circle No. 3 on our Readers Service Page, page 96.



from \$19.95

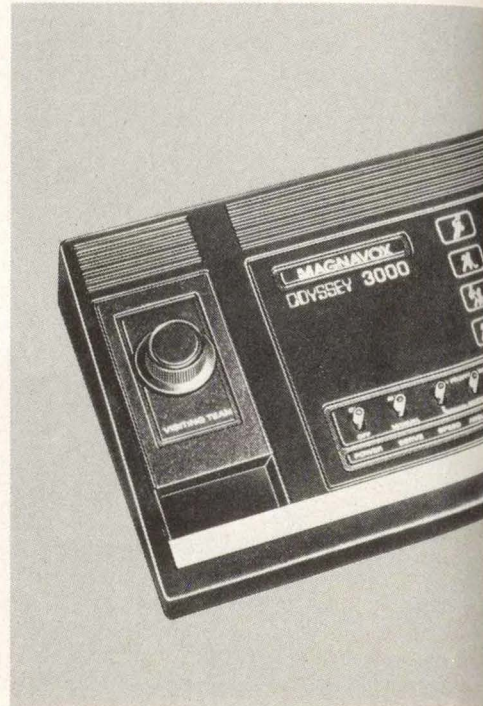


to \$29.95

from \$34.95



TV FUN #405



TV FUN #442

to \$69.95



TV FUN #405

from APF Electronics, Inc.

APF's TV Fun #405 has three two-player games—tennis/table tennis, hockey/football, and squash—all operated by remote control units. Up to 15 points are shown on the screen, and three different sounds highlight each of the games. TV Fun #405 operates on either six "C" batteries, not included, or optional AC adapter, and displays the games in black and white.

SPECIAL FEATURES

TV Fun #405 offers players who want to practice and develop their skills a fourth game position—handball for one.

Three degrees of difficulty—amateur, average, and professional—activated by a switch on the console, and a choice of automatic or manual serve are other features.

BUYER'S DATA

The 3-pound unit measures 12 x 2 x 6 (w/h/d).

The suggested retail price is \$34.95.

To receive additional information on TV Fun #405, circle No. 6 on our Readers Service Page, page 96.

TV FUN #442

from APF Electronics, Inc.

The TV Fun #442 offers five games for two players: tennis/ping pong, hockey, football, singles handball, and squash. On-screen scoring is displayed at the top of the screen up to 15 points, and three action sounds add to the fun. The unit requires six "C" batteries or an optional AC adapter to operate. Game displays are in black and white and are played through remote control devices.

SPECIAL FEATURES

The special features of the TV Fun #442 include automatic serve and player's choice of two proficiency levels, amateur and professional, that adjust paddle size, ball speed, and angles of ball deflection.

BUYER'S DATA

The TV Fun #442 measures 16 x 3½ x 7½ (w/h/d) and weighs 3 pounds.

It retails for approximately \$34.95.

To receive additional information on TV Fun #442, circle No. 7 on our Readers Service Page, page 96.

ODYSSEY 3000

from Magnavox

The Odyssey 3000 (Model 7508) offers the choice of tennis, hockey, smash, basketball, soccer, and grid-ball (moving the ball skillfully through a series of barricades) to two players. Action is controlled with two on-console knobs, and all displays are in black and white. Standard features include on-screen scoring and action sound effects. Six "C" batteries, not included, or an optional AC adapter are required for operation.

SPECIAL FEATURES

The Odyssey 3000 has two practice games—smash and basketball—that allow single players to develop more proficiency.

Also featured on the unit are a three-position handicap switch, choice of automatic or manual serve, adjustable fast or slow ball speed, and a choice between 20 degree and 40 degree ball deflection (the greater the deflection, the more demanding the game).

BUYER'S DATA

This unit measures 15½ x 4½ x 9½ (w/h/d) and weighs 4 pounds.

The suggested retail price is \$39.95.

To receive additional information on Odyssey 3000, circle No. 8 on our Readers Service Page, page 96.

ULTRA PONG

from Atari

First there was Pong (which offered tennis for two players), then there was Super Pong (which contained tennis for singles and doubles, a practice mode, and a catch game), and now there is Ultra Pong.

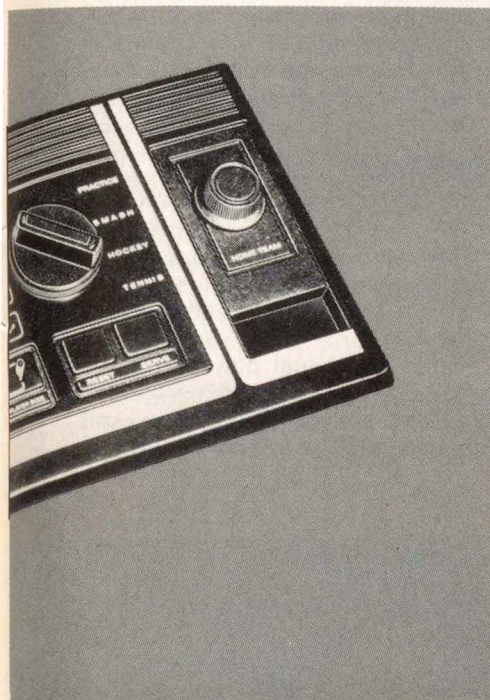
The singles game for two players has sixteen variations selected at the touch of a button and many new and exciting sound effects. Players use remote control units and serve is manual. When used with color TV sets, game displays are in color.

BUYER'S DATA

Ultra Pong weighs 3½ pounds and measures 14½ x 3¾ x 11½ (w/h/d).

The suggested retail price is \$42.95.

To receive additional information on Ultra Pong, circle No. 9 on our Readers Service Page, page 96.



TV FUN #444

from APF Electronics, Inc.

TV Fun #444 accommodates up to four players using both on-console and remote controls. Four games are included—tennis, hockey, singles handball, and squash—and up to eight variations are possible. Game displays are in black and white, and standard features include automatic on-screen scoring and action sound effects. Six "C" batteries are included in the package; it can also be operated with an optional AC adapter.

SPECIAL FEATURES

TV Fun #444 offers players a selection of paddle size, ball speed, and angle of deflection to accommodate their proficiency as either amateur or professional-level players.

Another feature is automatic serve, which livens the pace of the games.

BUYER'S DATA

This console weighs 3 pounds and measures 16 x 3½ x 7½ (w/h/d).

The suggested retail price is approximately \$44.95.

To receive additional information on TV Fun #444, circle No. 10 on our Readers Service Page, page 96.

TELSTAR RANGER

from Coleco

Coleco's Telstar Ranger (Model 6046) consists of four ball games—tennis, hockey, handball, and jai-alai—and two target games with moving targets. For the ball games, two players use controls located on the console; for the target games, a photo-electric Colt 45 which can be used under normal lighting conditions is included in the package. All games are displayed in black and white, have digital display scoring, and appropriate sound effects. The unit is operated by six "C" batteries, not included, or optional AC adapter.

SPECIAL FEATURES

Special features of the ball games contained in Telstar Ranger include

automatic serve and variable paddle and speed control for beginner, intermediate, and professional levels.

BUYER'S DATA

The Telstar Ranger measures 17½ x 6 x 8 (w/h/d) and weighs 4 pounds.

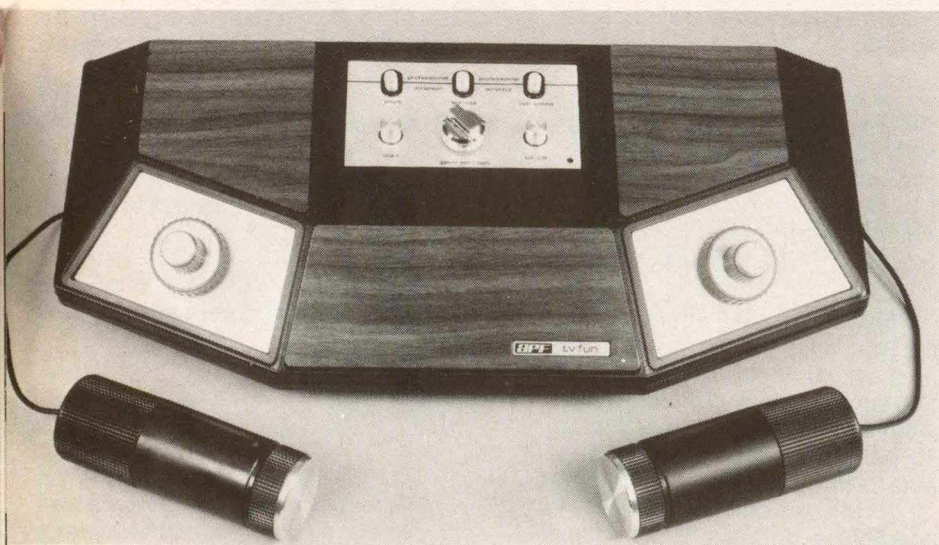
It retails for approximately \$44.95.

To receive additional information on Telstar Ranger, circle No. 11 on our Readers Service Page, page 96.

ADVERSARY

from National Semiconductor

The Adversary contains three separate games—tennis, hockey, and handball—with up to seven game combinations and variations available. Individual player controls are located on the two remote units. Game displays are in color when used with color TV sets, and digital on-



screen scoring and action sound effects are included.

SPECIAL FEATURES

The Adversary offers a practice mode to players who want to play against the computer to develop proficiency in the games. Players can also select their own paddle size according to their level of skill and can add "English" to the ball at will.

Adversary also features an automatic speed-up of play after a paddle strikes a ball for the fourth time. This speed-up will always occur and should be anticipated.

BUYER'S DATA

The Adversary unit weighs 3½ pounds and measures 9 x 2½ x 5½ (w/h/d).

Suggested retail price is \$44.95.

To receive additional information on Adversary, circle No. 12 on our Readers Service Page, page 96.

ULTRA PONG DOUBLES

from Atari

The doubles version of Atari's Ultra Pong has remote control units for four players. It also has thirty-two paddle game variations and a wide array of game sounds. Serve is manual with this unit, and games are in full color display when used with a color TV set.

BUYER'S DATA

Ultra Pong Doubles weighs 3½ pounds and measures 14½ x 3¾ x 11½ (w/h/d).

The suggested retail price is \$52.95.

To receive additional information on the doubles version of Ultra Pong, circle No. 13 on our Readers Service Page, page 96.

TELSTAR COMBAT

from Coleco

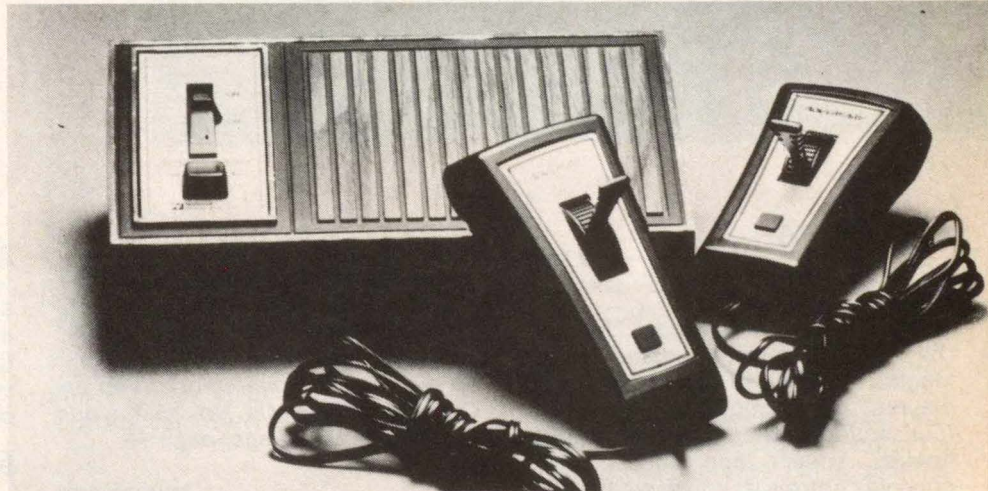
Coleco's Telstar Combat (Model 6065) contains four exciting tank battle games for children of all ages: Combat, Night Battle, Robot Battle, and Camouflage Combat. Dual controls with firing buttons let you maneuver your tank at various speeds and angles all over the battlefield. Decide your field strategy, track your opponent through the obstacles and mines, then fire! Standard features include on-screen digital scoring. Game displays are in black and white, and sound effects simulate roaring engines, bombarding shells, and exploding tanks. Six "C" batteries, not included, are required for operation.

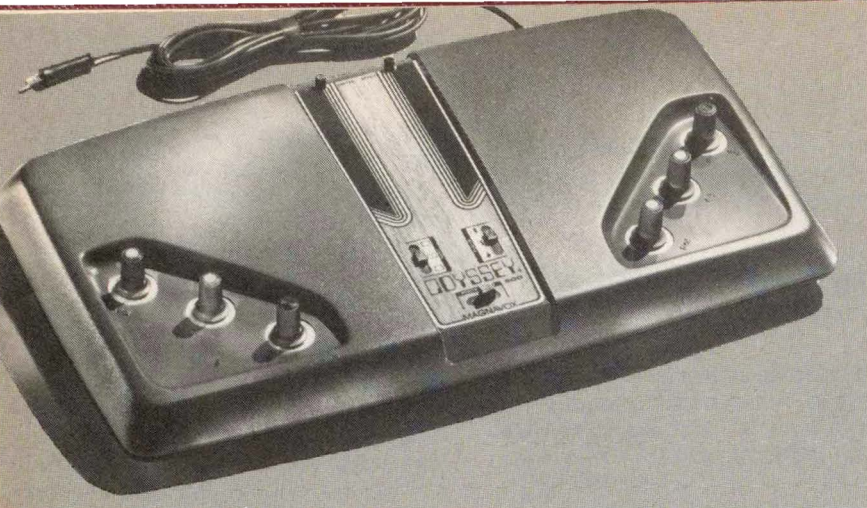
BUYER'S DATA

The Telstar Combat console weighs 5½ pounds and measures 15 x 8 x 10½ (w/h/d).

The unit retails for approximately \$59.95.

To receive additional information on Telstar Combat, circle No. 14 on our Readers Service Page, page 96.





ODYSSEY 500

from Magnavox

The Odyssey 500 (Model 7520) is the "little people" game from Magnavox. Stylized electronic "little players" go through their paces in four action-packed games—tennis, hockey, smash, and soccer. On-console controls let you move the "little people" back and forth horizontally or up and down vertically. Digital on-screen scores show up in the middle of the screen between plays.

SPECIAL FEATURES

The Odyssey 500 offers speed control that lets you adjust the speed of the ball as your dexterity and skill increases. You can also use "English" on the ball when you want to out-manuever your opponent.

Automatic serve is included to keep the game fast. And no batteries are required—an AC adapter comes with the console.

BUYER'S DATA

The Odyssey 500 weighs 6 pounds and measures 17¼ x 3 x 10½ (w/h/d).

The suggested retail price is \$59.95.

To receive additional information on Odyssey 500, circle No. 15 on our Readers Service Page, page 96.

TV FUN #402

from APF Electronics, Inc.

Eight separate home video games for up to four players are available with TV Fun #402: singles and doubles handball, singles and doubles tennis, two- and four-player hockey, target shoot, and skeet shoot. There are two on-console and two remote control units and a gun for the target games. Standard features include digital scoring up to 21 points at the top of the screen and action sounds. When used with color TV sets, the playing field of the ball games and the "little players" are in color. The unit operates on six "C" batteries, not included, or an optional AC adapter.



SPECIAL FEATURES

Players have the choice of automatic or manual serve. TV Fun #402 also has a practice mode, activated by a simple switch on the console, that lets you play against the computer to increase your skills.

BUYER'S DATA

TV Fun #402 measures 16 x 3½ x 7½ (w/h/d) and weighs 3 pounds.

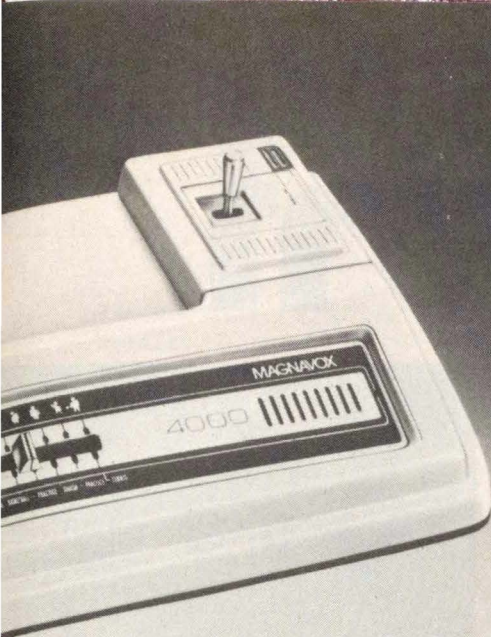
It retails for approximately \$69.95.

To receive additional information on TV Fun #402, circle No. 16 on our Readers Service Page, page 96.

ODYSSEY 4000

from Magnavox

The Odyssey 4000 (Model 7511) has the most advanced technology ever offered in an Odyssey home video game. Seven games—tennis, hockey, volleyball, basketball, knockout, tank, and helicopter—which can be expanded to twenty-



four games with variations, can be played by up to four players, who use separate hand-held joystick controls. "Little people" players move at random on the screen, and displays are color when used with a color TV set. On-screen digital scoring and action sounds are also included.

SPECIAL FEATURES

The Odyssey 4000 allows players to practice by going one-on-one against the computer. Other features are an automatic serve, a skill switch for novice, semi-pro, and professional levels of play, variable ball speeds, and a "stop action" control that holds the ball or puck if you want to interrupt the game for a while.

No batteries are necessary with this unit; it comes with an AC adapter.

BUYER'S DATA

The Odyssey 4000 console measures 19½ x 6½ x 12¼ (w/h/d) and

weighs 7 pounds.

The unit retails for approximately \$69.95.

To receive additional information on the Odyssey 4000, circle No. 17 on our Readers Service Page, page 96.

RICOCHET

from Microelectronic Systems Corporation

Ricochet offers two players four action games: ricochet, three-wall racquetball, tennis, and hockey. Instead of having a main console, Ricochet has two remote control units, one of which houses the speaker for the sound effects, the electronics, and the master controls for selecting the game, ball speed, etc. as well as the individual player controls. When used with a color TV set, the game displays are in color, and players can choose the background color of their choice by pushing a button. Automatic digital scoring shows the hits and misses. Ricochet is operated by batteries or an optional AC adapter.

SPECIAL FEATURES

The special features of Ricochet include choice of manual or automatic serve, choice of racquet size, two ball speeds, and two angles of deflection for ball returns.

Ricochet also has two special "pro" controls. When the Pro Slam button is pushed, the ball travels at double the rate. When Pro English is activated, the angle of deflection from the top or bottom of the racquet is doubled. Normal speed and deflection returns when the buttons are released.

BUYER'S DATA

Both remote units weigh the same (5 pounds) and have the same measurements—8 x 3½ x 7 (w/h/d).

The suggested retail price is \$69.95.

To receive more information on Ricochet, Circle No. 18 on our Readers Service Page, page 96.

STUNT CYCLE

from Atari

Stunt Cycle was already a winner as one of Atari's successful coin-operated games. In addition to the original Stunt Cycle game, three more games have been added to this system: Motorcross, Enduro, and Drag Race. Using the controls and the handlebar grips attached to the console, you make your motorcycle crash, whip, wheelie, or jump from eight to thirty-two buses. Standard features include on-screen scoring, motor and crash sounds, and accurate stop-watch timing. When used with a color TV, the displays are in color.

BUYER'S DATA

The Stunt Cycle console weighs 6 pounds and measures 19½ x 5¼ x 10¾ (w/h/d).

It retails for approximately \$72.95.

To receive additional information on Stunt Cycle, circle No. 19 on our Readers Service Page, page 96.

MOTOCROSS SPORTS CENTER IV

from Sears

From one to four players can test their ability on Motocross Sports Center's four stunt cycle games and sixteen other action court and rink games. All the games appear in color on color TV sets and have on-screen digital scoring up to 15 points. Individual player controls are located on the four remote units, and there are real-life acceleration and other action sounds.

SPECIAL FEATURES

This unit features an automatic serve for the court games, a choice of three ball speeds, and a handicap option to accommodate different levels of proficiency.

No batteries are needed; an AC power supply is included.

BUYER'S DATA

Motocross Sports Center IV measures 19 x 4 x 15 (w/h/d) and weighs 6 pounds 5 ounces.

The suggested retail price is \$84.99.

To receive additional information on Motocross Sports Center IV, circle No. 20 on our Readers Service Page, page 96.

TV FUN #500

from APF Electronics, Inc.

The mystery of outer space comes into your home with TV Fun #500. The unit offers twenty different space battle games for two people to play, including Space War, Space Phasor, Phantom War, and Phantom Phasor. There are two remote controls to fire missiles and guide rocket ships and switches on the console to guide the movement and speed of asteroids and make phantom rockets appear and disappear. Digital on-screen scoring keeps track of hits up to 20 points, when a "W" flashes on the screen to announce the win. The games are displayed in color on a color TV set, and the color changes when you hit an opponent. Six "C" batteries or an optional AC adapter are required for operation.

BUYER'S DATA

This top-of-the-line APF unit weighs 3 pounds and measures 16x3½ x 7½ (w/h/d).

It retails for approximately \$89.95.

To receive additional information on TV Fun #500, circle No. 21 on our Readers Service Page, page 96.

VIDEO PINBALL

from Atari

Atari's Video Pinball is one of the more addictive home video games. Offered are seven separate games—four difficult pinball games, two competitive rebound basketball games, and Breakout. One or two players can participate, and controls are centrally located on the console. When used with color TV sets, the game displays are in color, and the computer keeps track of your score at the top of the screen.

SPECIAL FEATURES

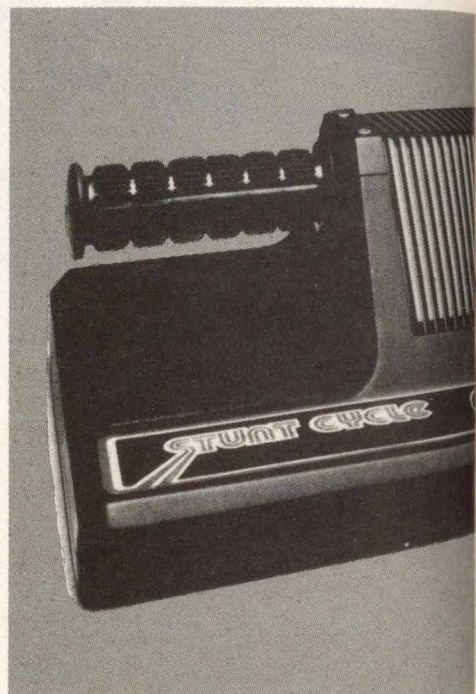
Video Pinball features automatic serve for continuous action.

BUYER'S DATA

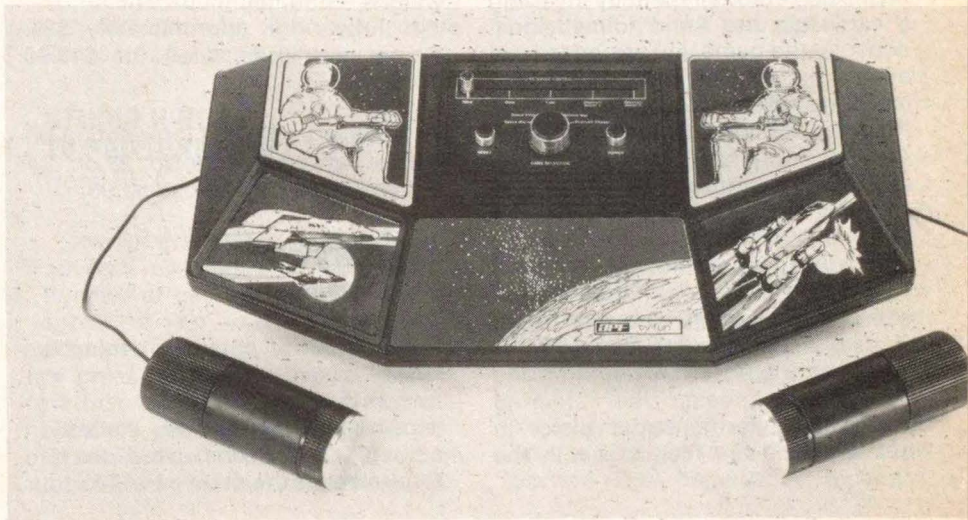
The Video Pinball console weighs 4 pounds and measures 17 x 5½ x 8½ (w/h/d).

It retails for approximately \$89.95.

To receive additional information on Video Pinball, circle No. 22 on our Readers Service Page, page 96.



from \$72.95



to \$189.95

THE HOME VIDEO ENTERTAINMENT SYSTEM

from Fairchild

The Video Entertainment System is a programmable electronic game system that uses plug-in cartridges to provide an almost unlimited number of games and other entertainments. The versatility is provided by Videocart cartridges which reproduce their programmed games in color on color TV sets. Two games are built into the console—hockey and tennis. With Videocart I, these can be expanded to include Tic-Tac-Toe, a shooting gallery game, and a tracing or doodle game. Other cartridges include Desert Fox, Baseball, Maze, Magic Numbers, Blackjack, Spitfire, Space War, and Math Quiz, all with numerous variations. Once a Videocart is inserted in the console, game selection is as easy as pressing the appropriate key on the console keyboard.

Most games can be played alone or against an opponent. Individual player controls are located on the two remote units. Game score and elapsed time are displayed at the bottom of the screen.

SPECIAL FEATURES

The Video Entertainment System allows you to set a time limit for a game and a speed of play that challenges your skills.

There is also a freeze switch on the console so you can interrupt a game at will.

BUYER'S DATA

This unit measures 13 x 3 $\frac{3}{4}$ x 12 (w/h/d) and weighs 8 pounds.

The retail price for the console is \$169.95. Videocart cartridges retail for about \$19.95 each.

To receive additional information on Home Video Entertainment System, circle No. 27 on our Readers Service Page, page 96.

VIDEO ARCADE

from Sears

The Video Arcade system offers more than a hundred games through its series of seven cartridges, all displayed in color when used on color TV sets. One cartridge, Target Fun, comes with the console and contains twenty-seven different kinds of target games (including anti-aircraft, torpedo, shooting gallery, and bomber games) with intriguing variations and fifteen different types of targets, plus a variety of shooting options that include three position

guns and steerable and non-steerable missiles. Other cartridges contain games that run the gamut from thrilling races in 3-dimensional galaxies to blackjack and other card games to a whole array of ball and court games. Two remote control units come with the package; two more remotes that allow four-player capability are available as optional extras. Standard features include sound effects and digital on-screen scoring.

SPECIAL FEATURES

Players of Video Arcade's paddle games have a choice of automatic or manual serve. There is also a skill position, so you can adjust the game to your level of proficiency.

BUYER'S DATA

The Video Arcade console weighs 6 pounds 5 ounces and measures 19 $\frac{1}{2}$ x 3 $\frac{3}{4}$ x 14 (w/h/d).

The basic package (console, two remotes and Target Fun cartridge) retails for about \$179.99. Additional cartridges retail for \$19.95 each. The race cartridge, which comes with two steering wheel controls that plug into the console, retails for \$34.95.

To receive additional information on Video Arcade, circle No. 28 on our Readers Service Page, page 96.

THE VIDEO COMPUTER

from Atari

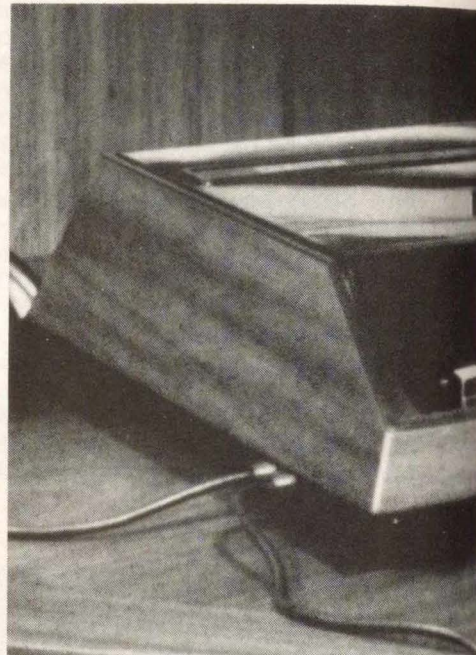
As of this writing, six game program cartridges, with different types of controls for different games, are available for programming in Atari's Video Computer system: Combat, Indy 500, Space Mission, Video Olympics, Street Racer and Air-Sea Battle. After the Christmas season, Atari will be introducing one or two new cartridges a month, each with from fourteen to fifty game variations—which will make the Video Computer an almost inexhaustible source of different video games. All games are displayed in color when used with color TV sets, and each player has his own color playing pieces and digital score figures. Remote controls are included with the system.

BUYER'S DATA

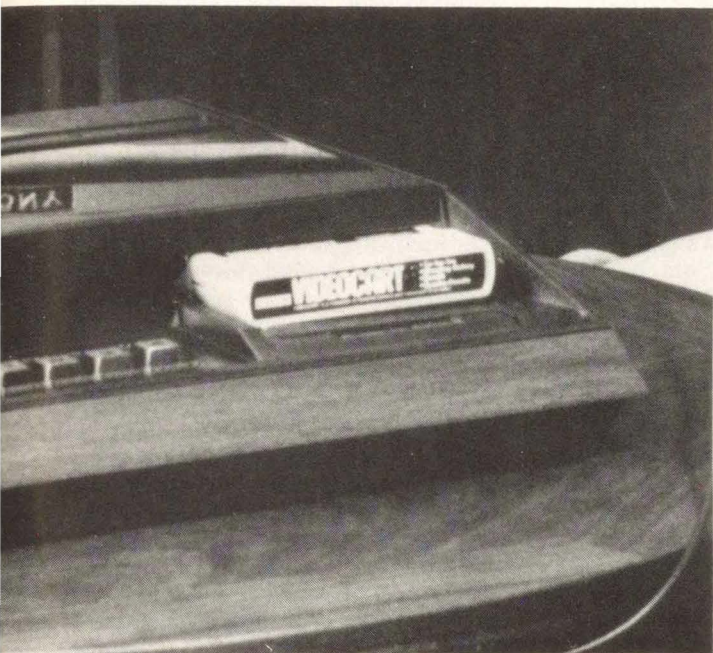
The Video Arcade console measures 23 $\frac{1}{2}$ x 4 $\frac{1}{2}$ x 13 (w/h/d) and weighs 6 $\frac{3}{4}$ pounds.

The suggested retail price is \$189.95.

To receive additional information on Atari's Video Computer, circle No. 29 on our Readers Service Page, page 96.



the games



logistics

Most home video games will fill any size TV screen—from a 5-inch model to a large projection unit—and can be easily connected to the TV set through the antenna terminals. Included in the purchase of all game systems are instruction sheets or booklets that give you the easy installation steps. FCC regulations, included in most manuals, specify that you should not hook up a single video game unit to more than one TV set. Follow the instructions closely and don't do anything original. Don't use more cable than is supplied with the switch box. And don't ever attach loose wires to your TV antenna terminals.

Most games operate when your TV channel selector switch is set on channel 3. If channel 3 broadcasts in your area, however, you can usually set your game to work on channel 4. If neither of these channels admit the video game signals, which is rare, consult your dealer.

Once the game is connected, all you have to do to run it is operate a single switch that changes your set from the TV setting to the game set-

ting. There is no need to disconnect your home video game each time you're finished playing it.

Most video game systems run on batteries or optional AC adapters, which can be purchased at a modest price. AC adapters are not always interchangeable, though, so check to see the individual requirements if you purchase more than one home video game system.

The battery life in your video game is approximately 40 hours of continuous use. The batteries should be removed from the console if it is not going to be used for a long period of time. This is to prevent any possible damage due to battery leakage.

When using your video game, always set the TV volume control to minimum so no sound can be heard from the TV. Most home video games

offer a variety of realistic sounds, and you want to hear those, not the sounds from the TV programming. The game sound effects do not come from the TV speakers but from speakers on the game console or individual remote control devices.

If images on the screen appear washed-out or dull, readjust the TV VHF fine-tuning control. It will also help to adjust the TV brightness and contrast. In some cases the simple reason for a dull picture is low batteries.

If the game figures appear distorted, readjust the TV horizontal hold and/or vertical hold. Low batteries can be the cause of picture distortion too.

Even though your game is a toy, it is also a sophisticated instrument and should be handled carefully. Never expose the console to extreme heat or cold. And avoid lifting the unit by the wires.

To clean the console, use a damp cloth. Never use harsh cleaning solvents, as they may attack and mar the finish. And never immerse the unit in water or any other fluid.

installation

Before you do anything, make sure your TV set is turned off. Then carefully unpack your video game, open up your instruction manual, and begin.

In most cases, directions for installation are quite clear, and photos are provided so you can see what you have to do.

First look at the back of your television set. You'll see a small patch that has wires coming out of it marked "UHF" and "VHF." If your TV has 300-ohm flat twin-lead antenna wires attached to the VHF set of terminals (there are always two wires), disconnect the wires and connect them to the terminals on the game's switch

box that are marked "TV antenna." Then connect the short length of flat TV wire that is permanently attached to the switch box to the antenna terminals on your TV set.

Next, install the batteries or plug the AC adapter into the game unit and then into a wall socket, turn your TV channel selector to channel 3 (or 4), flip the switch on the switch box to the "game" position, turn the game's power switch on the console to "on"—and you're ready for action.

This is all you have to do in most cases. But some TV sets are different. If yours has a round coaxial-type

antenna lead (a 75-ohm antenna) you'll need to install a 75-ohm to 300-ohm adapter. The coaxial antenna wire should be screwed into the adapter end; the other end has the flat 300-ohm wire that attaches to the switch box terminal. The rest of the installation procedure is the same.

Never substitute wires, cut wires, or make up your own installation procedure. The manufacturers have provided the necessary instructions and equipment for your convenience and safety, and to save you time. By following their instructions you can have your video game hooked up in minutes. All you have to do then is enjoy it!

Q. *How much maintenance is required for video games?*

A. Because the video games are so lightweight, they should be handled carefully. Don't leave them in reach of pets or small children who can easily knock them off the table. Also, remember to turn the games off after playing. Even though you turn your television set off, the batteries in the game unit will continue to run unless you turn off the separate switch located on the video game console.

Q. *Will any video game ruin my TV set by leaving permanent lines on the screen?*

A. No. The only chance that this might happen is in the event that games are left on and playing for days and days and days continuously. But this is not even a problem in retail stores, where game displays run all day.

Q. *Does microradiation from video games present any danger?*

A. No. At one time the FCC was concerned about radiation danger, but strict regulations have eliminated the possibility. For the specifics on the subject, see the FCC regulations on page 95.

Q. *Can very young children be allowed to play with a video game?*

A. If a child is capable of turning on a TV set and pushing buttons and switches, he or she is capable of playing with a home video game. The same safety rules apply.

Q. *If my video game breaks, what do I have to do to get service on it?*

A. A warranty is included with all the

games as well as service and repair information. If there is a malfunction within three months of purchase, you can generally bring the unit back to the dealer. After that time period the manufacturer usually asks you to ship the unit to their service center postage paid.

Q. *Will using a video game shorten the life of my TV set?*

A. There is no way that the use of a video game can shorten the life of a TV set.

Q. *Does it make more sense to buy a very limited video game (with just tennis, hockey, and jai-alai, for instance) and then buy new units with other types of games available, or buy a game that has more options or that can be expanded with cassette cartridges?*

A. There are two schools of thought on this subject. If your budget only allows for a game with three or four selections, by all means buy it. You can have hours and hours of family fun for from one to four players with just three different game selections. On the other hand, if your budget allows for the purchase of the highly sophisticated units that expand the selection of games with cartridges, they're wonderful investments in entertainment, as new game cartridges are being developed all the time, providing game possibilities without end.

Q. *Can video games become addictive?*

A. Video games can become as ad-

dictive as Monopoly and backgammon. The more you play, the more you'll want to play.

Q. *Can watching a video game be bad for my eyes?*

A. Neither watching nor playing a video game can be harmful for your eyes. Of course, when your eyes are fixed on any one object for a long period of time they may feel irritated, but there is no danger of permanent harm.

Q. *What things are video games sensitive to (such as sunlight, dust, etc.)?*

A. Treat your video game just as you do any other electric instrument. Keep it away from extreme heat and cold, and do not place anything that can spill on top of the console unit.

Q. *What is the life expectancy of a video game?*

A. A phonograph record will last for years and years if it's protected and handled properly. So will a video game.

Q. *Is it all right to move the games around a lot, such as taking them to a friend's house for a night of playing?*

A. Although the games are certainly lightweight enough to be easily portable, moving them around a lot is not recommended. This is true for most appliances with delicate electrical parts.

Q. *Can video games adversely affect my sex drive?*

A. Only if kept in the bedroom . . . and then the effect can go either way!

questions & answers

the games

*16 variations of tennis type games

**32 variations of tennis type games

***up to 20 cycle and other action games

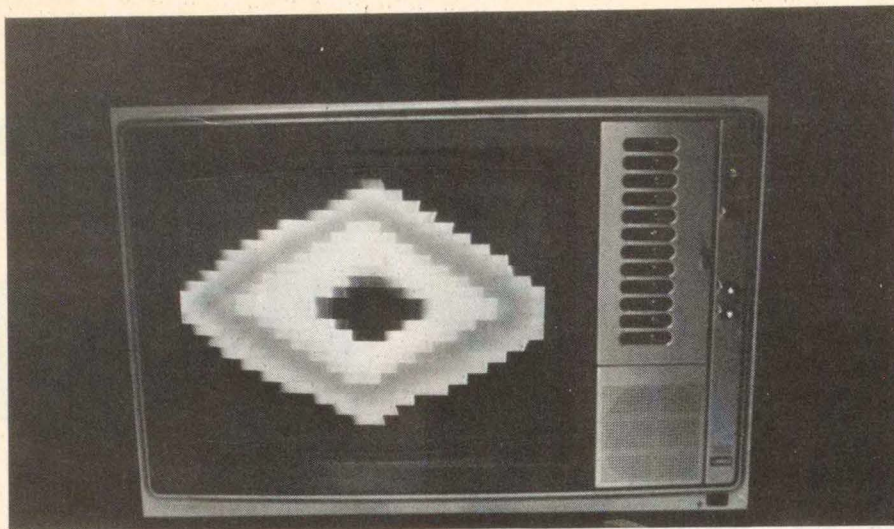
****virtually unlimited; see description

*****up to 20 space war games

b = basketball
d = drag race
e = enduro
g = grid ball
h = handball/smash
hc = helicopter
hk = hockey
j = jai-alai
k = knockout
p = practice
r = ricochet
rr = road race
s = soccer
sc = stunt cycle
sq = squash
t = tennis/ping pong
tk = tank
v = volleyball

manufacturer	name of unit	games unit can play
Coleco	Telstar Alpha	t; h; hk; j
Coleco	Telstar Regent	t; h; hk; j
Coleco	Telstar Colormatic	t; h; hk; j
Enterprex	Apollo 2001	t; h; hk
Magnavox	Odyssey 2000	t; h; hk; p
APF	TV Fun 405	t; hk; sq; h
APF	TV Fun 442	t; h; hk; sq
Magnavox	Odyssey 3000	t; s; h; bb; g
Atari	Ultra Pong	*
APF	TV Fun 444	t; h; hk; sq
Coleco	Telstar Ranger	t; h; hk; j; ts
National Semiconductor	Adversary	t; h; hk
Atari	Ultra Pong Doubles	**
Coleco	Telstar Combat	4 combat games
Magnavox	Odyssey 500	t; h; hk; s
APF	TV Fun 402	t; h; hk; 2 target games
Magnavox	Odyssey 4000	t; hk; v; bb; k; tk; hc
Microelectronic Systems	Ricochet	t; hk; 3-in-all; rq; r
Atari	Stunt Cycle	sc; dr; mc; e
Sears	Motocross/Sports Center	***
APF	TV Fun 500	*****
Atari	Video Pinball	pb; bb; bk
Coleco	Telstar Arcade	****
Universal Research Labs	Indy 500	rr; t; hk
Sears	Speedway IV	rr; t; hk
RCA	Studio II Home TV Programmer	****
Fairchild	Home Video Entertainment System	****
Sears	Video Arcade	****
Atari	Video Computer	****

weight	dimension	display in color	maximum of players	automatic manual se.	sound effects	battery or AC operate	programmable or expandable	adjustable skill levels	suggested retail price
2½ lbs.	13½ x 3½ x 9½	no	2	A	yes	B & AC	no	yes	\$ 19.95
2½ lbs.	13½ x 4 x 8	no	2	A	yes	B & AC	no	yes	\$ 24.95
2½ lbs.	13 x 6½ x 7½	yes	2	A	yes	B & AC	no	yes	\$ 29.95
2-9/10 lbs.	14½ x 2 x 6	no	2	A or M	yes	B	no	yes	\$ 29.95
5½ lbs.	21 x 4 x 12	no	2	A	yes	B & AC	no	yes	\$ 29.95
3 lbs.	12 x 2 x 6	no	2	A or M	yes	B & AC	no	yes	\$ 34.95
3 lbs.	16 x 3½ x 7½	no	2	A	yes	B & AC	no	yes	\$ 34.95
4 lbs.	15½ x 4½ x 9½	no	2	A or M	yes	B & AC	no	yes	\$ 39.95
3½ lbs.	14½ x 3¾ x 11½	yes	2	M	yes	B	no	no	\$ 42.95
3 lbs.	16 x 3½ x 7½	no	4	A	yes	B & AC	no	yes	\$ 44.95
4 lbs.	17½ x 6 x 8	no	2	A	yes	B & AC	no	yes	\$ 44.95
3½ lbs.	9 x 2½ x 5½	yes	2	A	yes	B & AC	no	yes	\$ 44.95
3½ lbs.	14½ x 3¾ x 11½	yes	4	M	yes	B	no	no	\$ 52.95
5½ lbs.	15 x 8 x 10½	no	2	—	yes	B	no	no	\$ 59.95
6 lbs.	17¾ x 3 x 10½	yes	2	A	yes	AC	no	yes	\$ 59.95
3 lbs.	16 x 3½ x 7½	yes	4	A or M	yes	B & AC	no	no	\$ 69.95
7 lbs.	19½ x 6½ x 12¼	yes	4	A	yes	AC	no	yes	\$ 69.95
5 lbs.	8 x 3½ x 7	yes	2	A or M	yes	B & AC	no	yes	\$ 69.95
6 lbs.	19⅞ x 5¼ x 10¾	yes	1	—	yes	AC	no	yes	\$ 72.95
6-1/3 lbs.	19 x 4 x 15	yes	4	A	yes	AC	no	yes	\$ 84.99
3 lbs.	16 x 3½ x 7½	yes	2	—	yes	B & AC	no	no	\$ 89.95
4 lbs.	17 x 5⅞ x 8½	yes	2	A	yes	B	no	yes	\$ 89.95
9 lbs.	18 x 7½ x 16	yes	2	A	yes	AC	yes	yes	\$ 99.00
5 lbs.	18½ x 6 x 12½	yes	4	A	yes	B & AC	no	yes	\$ 99.00
5 lbs.	10½ x 6 x 6	yes	4	M	yes	B	no	yes	\$ 99.99
4¼ lbs.	15 x 2 x 7	no	2	A	yes	AC	yes	no	\$149.95
8 lbs.	13 x 3¾ x 12	yes	2	A	yes	AC	yes	yes	\$169.95
6-1/3 lbs.	19½ x 3¾ x 14	yes	2	A or M	yes	AC	yes	yes	\$179.95
6¾ lbs.	23½ x 4½ x 13	yes	2	—	yes	AC	yes	yes	\$189.95



Would you like to be able to turn on your stereo receiver and there, on your television screen, see a "picture" of the sounds you're hearing? Video Music (Model C240) is a new product from Atari that reads the intensity and mellowness of music and transforms it into colors and shapes that are projected onto your TV screen, creating limitless ranges of images that are electronically synchronized to the changing sounds. In effect, you actually see the music as well as hear it.

The Video Music package consists of a console and a switch box. The console gets connected to your audio source, and the switch box, with its adhesive backing, is installed permanently to the back of your television set. The switch box will not interfere with normal television reception and can be used in connection with other Atari home video products, such as the video games, as well.

Video Music is factory-set to operate on TV channel 3. If channel 3 broadcasts a strong signal in your area, however, you may receive in-

terference. In this event, a simple adjustment with a small screwdriver or a narrow pen or pencil adapts it to work on channel 4.

Video Music is activated by the switch on the switch box. When it's in the *game* position, the Video Music signal is conducted directly to your TV set. When the switch is in the TV position, Video Music is circumvented and your TV set operates as usual.

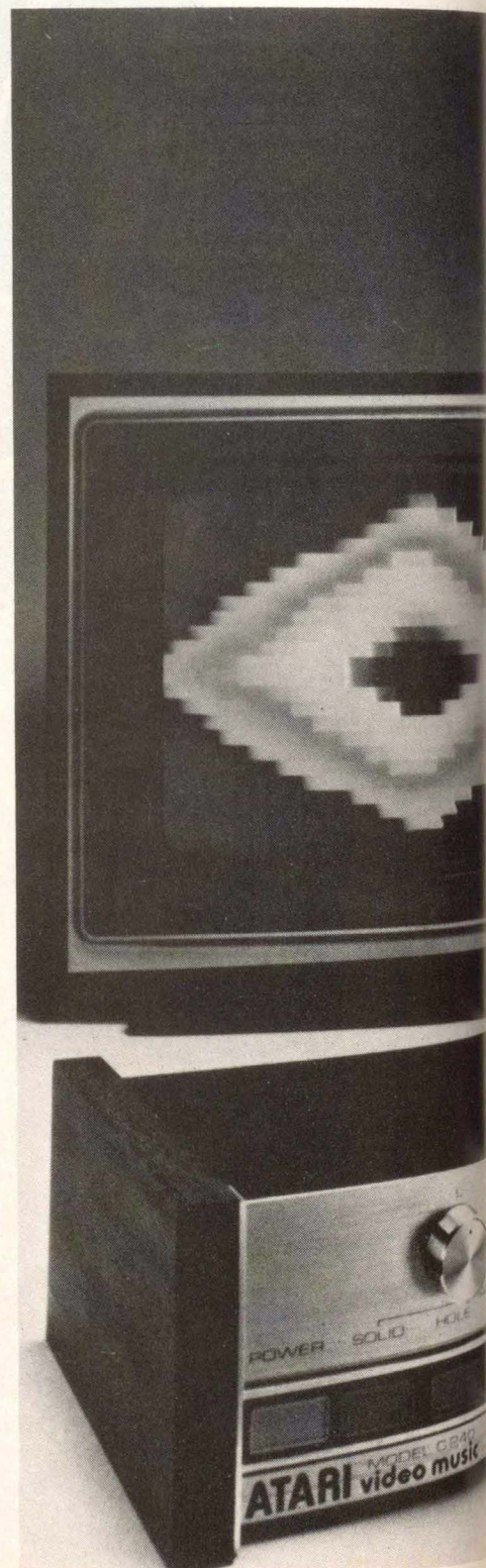
Control of visual patterns is provided by five potentiometers and twelve push-button switches located on the front of the console panel. There are no internal controls.

BUYER'S DATA

The Video Music console, made of clad steel, aluminum, and oiled, hand-rubbed solid walnut, measures 14½ x 4 x 8½ (w/h/d).

The retail price is \$99.95.

To receive additional information on Video Music, circle No. 53 on our Readers Service Page, page 96.



atari/C240

